

WHAT IS THIS?

It's a low-prep room transformation!



Use the 10 phonics-based stations, included decor, and more for a fun & easy room transformation!



This themed learning day has 10 stations that all practice silent letter activities (ghost letters) in a variety of ways. You can use 1, 5, or all 10--it's flexible!

Room transformations can be stress-free and low-prep.

Keep scrolling to learn how!

Let's start with the basics...

What is a classroom transformation?

A classroom transformation changes your room into a certain setting or theme to engage students in their own learning with rigorous content.



Donut Shop Day



Rock Star Day



Camping Day

You don't have to spend hours of your time setting up a room transformation or spend lots of money to make it **SO MUCH FUN!**

STEP 1:

Tell your class they are magicians today!

They will complete silent letter activities (kn-, gn-, wr-, & -mb) set up around the room. You can do this for a day, a few days, or over the course of a week!



Flexibility is key.

Need to modify? No problem!

Choose how many centers students will need to complete and what time frame they have to meet YOUR needs.



Set-up is quick and easy.

Simply print the posters, 10 activities, and a recording sheet for each student. Place them around your room and you're ready to begin!



STEP 2:

Let students move around the room and complete each station. There are phonics-based centers at each station. They can be completed in any order. All stations include a variety of silent/ghost letter activities with multiple versions to choose from. You can choose just a few for students to complete or use all 10. This is up to the teacher and the amount of time you'd like to fill.

Optional Recording Sheet

When a student finishes a center, you sign that spot on their recording sheet to keep track of what they've completed.

Freedom to choose.

Students can work in partners, rotations, groups, or independently. Your choice!

Magician Day

Center #1	<input type="checkbox"/>	Center #6	<input type="checkbox"/>
Center #2	<input type="checkbox"/>	Center #7	<input type="checkbox"/>
Center #3	<input type="checkbox"/>	Center #8	<input type="checkbox"/>
Center #4	RS	Center #9	<input type="checkbox"/>
Center #5	<input type="checkbox"/>	Center #10	<input type="checkbox"/>

Name: THE LIFETIME LEARNER

SILENT LETTERS SORT

mb red	kn yellow	wr green	gn blue	A. knock	B. knee	C. gnat	D. wreath	E. comb	F. knight	
G. yellow	H. knapsack	M. green	S. blue	I. numb	J. design	N. wrong	O. campaign	P. wrapper	Q. gnome	R. lamb
K. wrinkle	L. resign	Q. wrinkly	R. resign	V. gnaw	W. plumber	X. wrecking				

Name: Color each box the correct color based on the silent letters it contains.
THE LIFETIME LEARNER

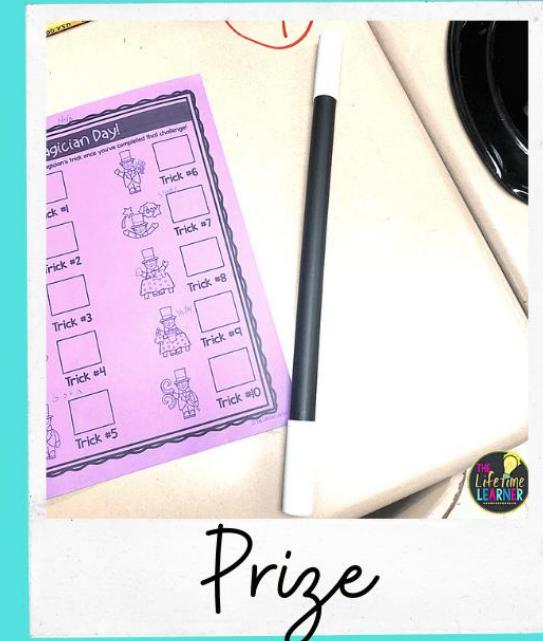
STEP 3:

When students finish all activities you've assigned, they win! You can give them the included certificate, coloring page, or a small prize of your choice.

A shopping guide is also included to give you suggestions of optional "extras" you could add in.

Remember:

Anything different from a "normal" day in the classroom is special to students! A reward at the end isn't required during a classroom transformation.



STEP 4:

Most of the time, there are early finishers. These kiddos get to go around the room and read fun facts about the topic! No one is ever bored.



Choose from 3 versions!

Digital Scavenger Hunt

Let students "find" the facts on Google Slides

1

Printable Facts

2

Hang facts around room

3

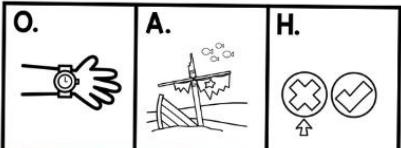
QR Codes

Students scan to read fun facts

7 PHONICS-BASED READING ACTIVITIES:

Name:

MATCHING

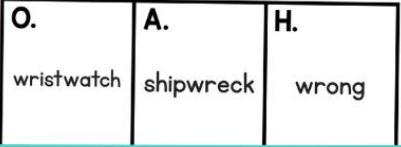


1. I take my water out of my knapsack. 7. I peel the wrapper off the chocolate bar.

2. My friend and I like to wrestle. 8. He ties the rope into a knot.

Name:

MATCHING



1. I take my water out of my bag. 7. I peel the wrapper off the chocolate bar.

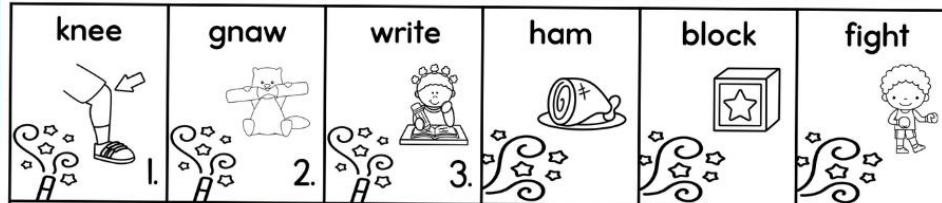
2. My friend and I like to wrestle. 8. He ties the rope into a knot.

Name:

RHYMING MAGIC

find the RHYME

Find the two wands that rhyme to make each match. Color each match a different color.



Name:

RHYMING MAGIC

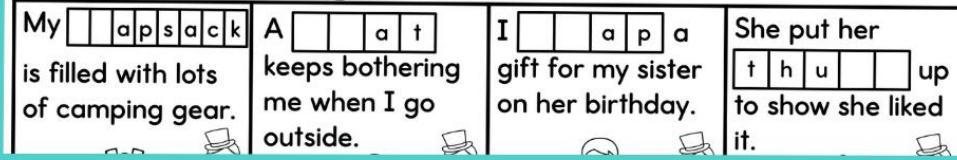
find the RHYME

Find the two wands that rhyme to make each match. Color each match a different color.



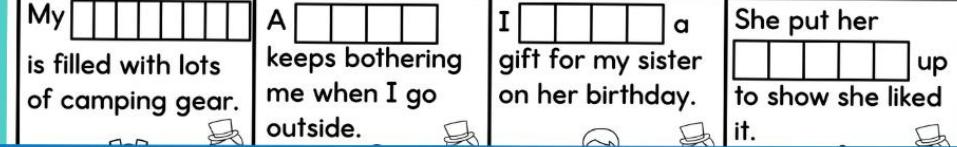
Name:

Missing Letters Task Cards



Name:

Missing Letters Task Cards

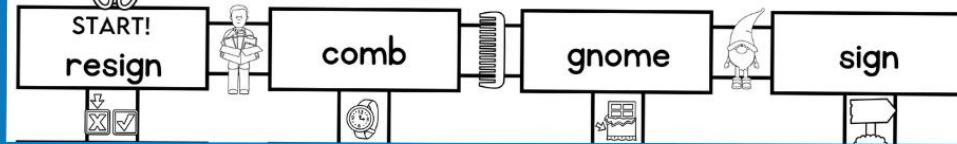


Name:

THE MAZE

Color your way through the maze by following the pictures and finding the matching word.

Start at the bunny. Finish at the hat.

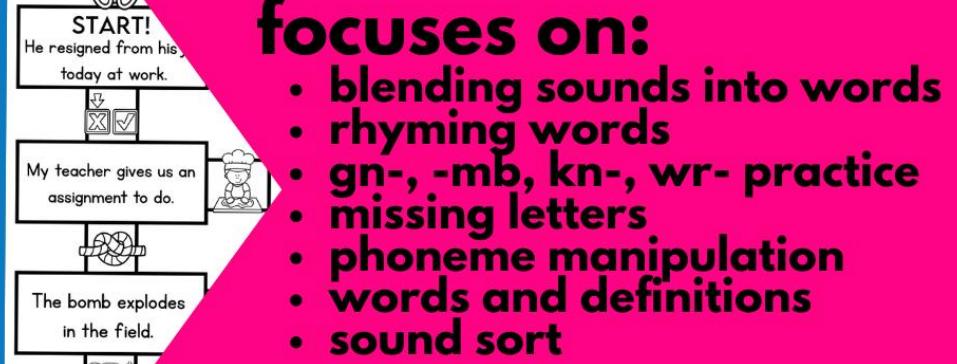


Name:

THE MAZE

Color your way through the maze by following the pictures and finding the matching word.

Start at the knight. Finish at the teacher.



focuses on:

- blending sounds into words
- rhyming words
- gn-, -mb, kn-, wr- practice
- missing letters
- phoneme manipulation
- words and definitions
- sound sort

3 DECODABLE PASSAGES:

TO BE A KNIGHT

THE MISSING WAND

THE MAGIC HAT

DIFFERENTIATED PASSAGES SILENT LETTERS

- **8 focus words in each story**
- **2 versions of each story**
- **reading comprehension questions to go with each story**

focuses on:

-kn & -gn

-mb & wr-

Silent Letters

2 Versions of Every Passage To Make Differentiation Easy!

TO BE A KNIGHT

Directions: Find each word in the story before you begin reading. Underline it and check it off.

<input type="checkbox"/> assignment	<input type="checkbox"/> sign	<input type="checkbox"/> knapsack	<input type="checkbox"/> knock
<input type="checkbox"/> gnome	<input type="checkbox"/> gnat	<input type="checkbox"/> knob	<input type="checkbox"/> knit

Knox dreamed of becoming a knight. There were dragons, goblins, and beasts close by. The knights got to save people. Knox wanted to do that too! But he didn't want to wait years to grow up. Knox wanted to be a knight now. Knox knew an old wizard. He decided to ask him for a wish. Knox knocked on the knob of the door. The wizard greeted him. "What brings you here?" "I want to be a knight," Knox said. "Can you make me a knight today?" The wizard smiled. "You will be a great knight, but you can not rush this. It is not time. Trust that when the time is right, you will become a brave knight."

Knox was sad. As the wizard stirred a potion, Knox saw the wizard's wand on a table behind his back. Knox grabbed it. As he was about to make a wish, a gnat buzzed around him. Annoyed, Knox swatted at it. The magic wand turned on the gnat and the bug began to grow to the size of a horse. It flew off by a sign that said "Gnome Village Ahead". He had made a mistake and the gnomes were in trouble. The wizard told Knox to fix this first assignment and save the gnomes. Knox nodded and took off. He was knocking over houses and tiny gnomes ran in fear. He opened his knapsack and pulled out a net he had knit with his father who was a fisherman. Knox threw the net over the gnat and trapped it. All of the gnomes cheered. The wizard said, "You are not a knight yet, but you've shown true bravery." Knox now knew being a knight wasn't as easy as it looked!

Color in a wizard each time you read the story.

TO BE A KNIGHT

Directions: Find each word in the story before you begin reading. Underline it and check it off.

<input type="checkbox"/> assignment	<input type="checkbox"/> sign	<input type="checkbox"/> knapsack	<input type="checkbox"/> knock
<input type="checkbox"/> gnome	<input type="checkbox"/> gnat	<input type="checkbox"/> knob	<input type="checkbox"/> knit

Knox, a young boy, dreamed of becoming a knight. There were dragons, goblins, and beasts by his village. The knights got to save people from danger. Knox wanted to do that too! But he didn't want to wait years to grow up. Knox wanted to be a knight now. Knox knew an old wizard who lived at the edge of the forest. He decided to visit the wizard and ask for a spell to turn him into a knight instantly. Knox knocked on the knob of the wooden door. The wizard, with a white beard, greeted him. "What brings you here?" "I want to be a knight," Knox said. "Can you use your magic to make me a knight today?" The wizard smiled. "You will be a great knight one day, but you can not rush this. It is not time. Trust in yourself. When the time is right, you will become a brave knight."

Knox nodded but was very sad. As the wizard went to stir a potion, Knox saw the wizard's magic wand lying on a table behind his back. Knox grabbed the wand. As he was about to wave the wand and make a wish, a gnat buzzed around his face. Annoyed, Knox swatted at the gnat. The magic in the wand turned on the gnat and the bug began to grow!

The gnat grew until it was the size of a horse. It angrily flew off towards a sign that said "Gnome Village Ahead". Knox's heart sank. He had made a big mistake and now the gnomes were in trouble. The wizard, seeing what happened, came over to tell Knox that he must fix what he had done and save the gnome village. "It is your first assignment in becoming a true knight." Knox knew the wizard was right and ran after the gnat.

When Knox arrived, the gnat was knocking over houses and tiny gnomes were running in fear. Knox took off his knapsack and opened it. He pulled out a large net he had knit with his father who was a fisherman. When the gnat came close, Knox threw the net over the gnat and trapped it. All of the gnomes cheered and Knox knew he had done the right thing.

The wizard came and said, "You may not be a knight yet, but today you've shown the heart of one." Knox nodded. He now knew that being a knight wasn't as easy as it looked!

Color in a wizard each time you read the story.



TO BE A KNIGHT

Answer each question below.

1. Why didn't the wizard grant Knox's wish?
A. Knox was too old to be a knight.
B. Knox's wand was too small to be a knight.
C. He didn't know how to cast the spell.
D. He didn't think Knox could be a knight.
2. What buzzed by Knox?
A. A wizard
B. A wand
C. A knight
D. A gnat
3. What rhymes with gnat?
A. knit
B. ewt
C. flat
D. beat
4. Write the new word in each line.
1. assignment MENT
2. gnome GN*o*H
3. knob KNOB
4. knock GN*o*B
5. knapsack KNA*p*
6. knit KN*o*D
7. gnat KN*o*BL
8. knock KN*o*SPL

5. Why did Knox grab the wizard's wand? Explain in a complete sentence.

CAN YOU SPOT IT?

Look at the picture. Find each word and color it if the correct color.

<input type="checkbox"/> red	<input type="checkbox"/> knapsack	<input type="checkbox"/> blue	<input type="checkbox"/> knit
<input type="checkbox"/> orange	<input type="checkbox"/> sign	<input type="checkbox"/> purple	<input type="checkbox"/> gnat
<input type="checkbox"/> yellow	<input type="checkbox"/> gnome	<input type="checkbox"/> pink	<input type="checkbox"/> assignment
<input type="checkbox"/> green	<input type="checkbox"/> knock	<input type="checkbox"/> gray	<input type="checkbox"/> knob

GNO-ME VILLAGE AHEAD

YES OR NO?

PART 1: Color a checkmark or X to show if the word matches the picture correctly.

<input type="checkbox"/> knock	<input type="checkbox"/> sign	<input type="checkbox"/> gnat	<input type="checkbox"/> knapsack
<input type="checkbox"/> knit	<input type="checkbox"/> gnome	<input type="checkbox"/> assignment	<input type="checkbox"/> knob
<input type="checkbox"/> gnat	<input type="checkbox"/> sign	<input type="checkbox"/> assignment	<input type="checkbox"/> knapsack
<input type="checkbox"/> assignment	<input type="checkbox"/> gnome	<input type="checkbox"/> knit	<input type="checkbox"/> gnat

PART 2: Read each sentence. Decide if the word has been used correctly or incorrectly. Put a checkmark or X to show if the word matches the picture correctly.

1. I give my assignment to the teacher.
2. The gnat says go that way to get home.
3. The knock flies by my ear.
4. I put books inside my knapsack.
5. My sister will knob me some socks for my birthday.
6. The gnome is short and has a white beard.

CUT AND PASTE

Cut out each definition and glue it with the word it goes with.

sign	knit	assignment	knob

gnat	knapsack	gnome	knock

WORD BANK

- gnome
- knapsack
- knit
- knob
- knock
- assignment
- sign
- gnat

FILL IN THE BLANK

Read each sentence. Use a word from the word bank to fill in each blank.

1. Zip up your _____.
2. The _____ has tiny wings.
3. Follow the _____ if you are lost.
4. Please _____ on the door.
5. Grandma likes to _____ clothes.
6. I have a statue of a _____.
7. Finish your math _____.
8. Turn the _____ gently.

WORD BANK

- gnome
- knapsack
- knit
- knob
- knock
- assignment
- sign
- gnat

ALL MIXED UP

Unscramble the letters to write each word correctly.

gsni	esniamgnts
nbko	tkn
angt	kaakcpsn
kkocn	egomn

WORD BANK

- gnome
- knapsack
- knit
- knob
- knock
- assignment
- sign
- gnat

Each passage comes with
6 worksheets to choose from
to practice each skill.

2 VERSIONS:

7 high-interest centers & activities
in 2 formats: hands-on & no prep!

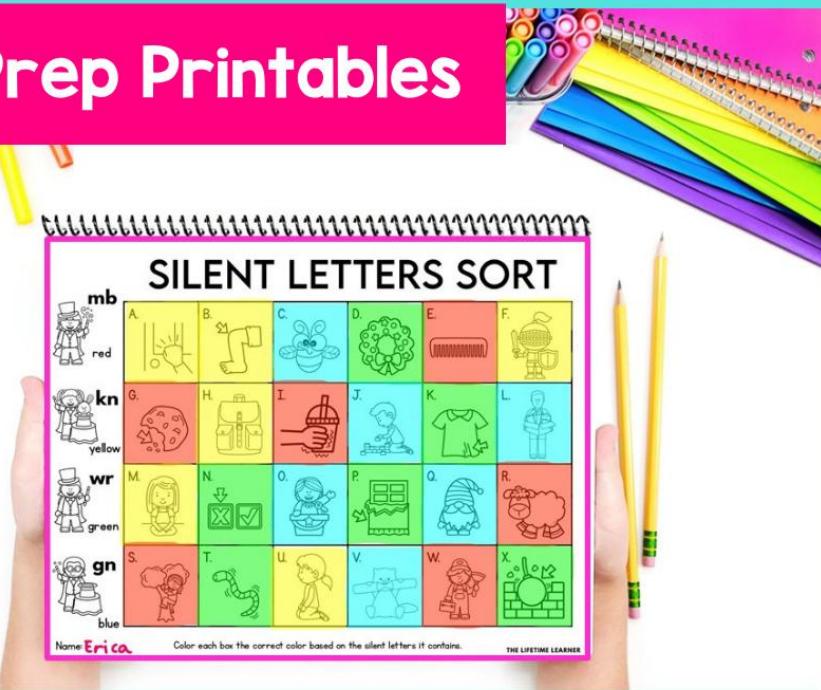
Hands-On Centers



You can use the "Hands-On Centers" where students can manipulate & move pieces around.

These are easy to laminate and can be reused for years to come.

No-Prep Printables



Or, you can use the "No-Prep Printables" where you simply print and go!

Some teachers use BOTH together!

CENTER 1

Word Ladder

CHANGE THE LETTERS

Put Pictures Here

gnarl	
Change rl to t .	gnat 
Change t to w .	gnaw 
Change aw to ome .	
Remove ome . Add si to the beginning.	
Add re to the beginning.	
Change r to d	
Change de to as . Add ment to the end.	

Read the left side. Change each word on the right side by switching out letters for each row.

THE LIFETIME LEARNER

KN - CHANGE THE LETTERS

Put Pictures Here

knee	
Add l to the end.	
Change eel to ead	
Change ead to ife	
Change ife to ight	
Remove g and h .	
Change i to o .	
Change t to ck .	

Read the left side. Change each word on the right side by switching out letters for each row.

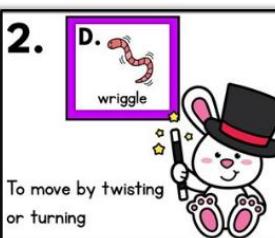
THE LIFETIME LEARNER

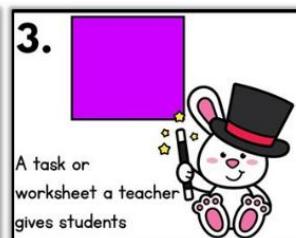
Students change one letter each time they write a word.

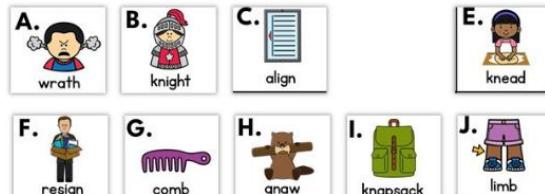
CENTER 2

Words & Definitions

1.  The bumpy part on your fingers when you bend

2.  D.  wriggle To move by twisting or turning

3.  A task or worksheet a teacher gives students



Students put the correct word next to each definition.

2 VERSIONS:

V1: KN - CHANGE THE LETTERS

Put Pictures Here

knee	
Add l to the end.	
Change eel to ead	
Change ead to ife	
Change ife to ight	
Remove g and h .	
Change i to o .	
Change t to ck .	

Read the left side. Change each word on the right side by switching out letters for each row.

THE LIFETIME LEARNER

V2: KN - CHANGE THE LETTERS

Put Pictures Here

knee	
Add l to the end.	
Change eel to ead	
Change ead to ife	
Change ife to ight	
Remove g and h .	
Change i to o .	
Change t to ck .	

Read the left side. Change each word on the right side by switching out letters for each row.

THE LIFETIME LEARNER

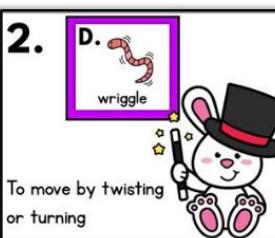
**Version 1:
With Picture and Word**

**Version 2:
Word Only**

CENTER 2

Words & Definitions

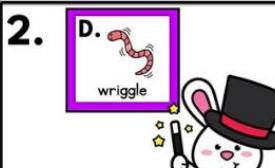
1.  S.  knuckles The bumpy part on your fingers when you bend

2.  To move by twisting or turning

2 VERSIONS:

V1:

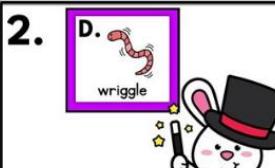
1.  S.  knuckles The bumpy part on your fingers when you bend

2.  To move by twisting or turning

A.  wrath	B.  knight	C.  align	D.  wriggle
E.  knead	F.  resign	G.  comb	H.  gnaw

V2:

1.  S.  knuckles The bumpy part on your fingers when you bend

2.  To move by twisting or turning

A.  wrath	B.  knight	C.  align	D.  wriggle
E.  knead	F.  resign	G.  comb	H.  gnaw

Version 1: Students find the matching picture and word.

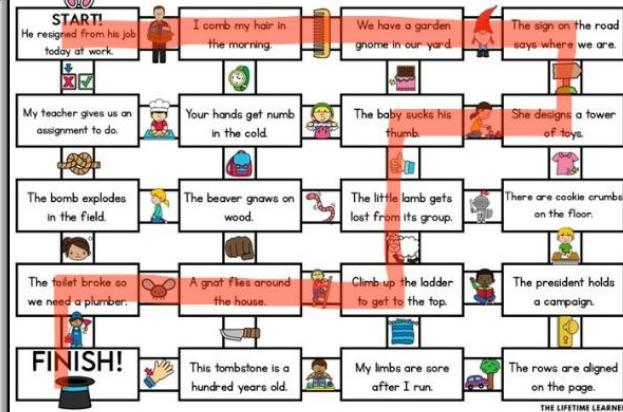
Version 2: Students find the matching word.

CENTER 3

Phonics Maze

THE MAZE

Color your way through the maze by following the pictures and finding the matching word.
Start at the bunny. Finish at the hat.



Students use their phonic skills
to make it through the maze.

2 VERSIONS:

V1:

THE MAZE

Color your way through the maze by following the pictures and finding the matching word.
Start at the bunny. Finish at the hat.

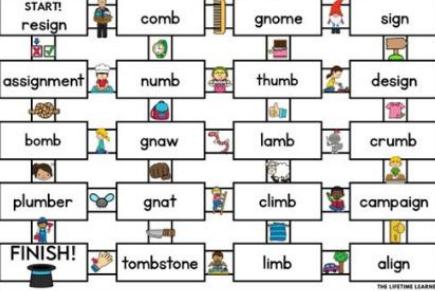


Version 1:
Sentences

V2:

THE MAZE

Color your way through the maze by following the pictures and finding the matching word.
Start at the bunny. Finish at the hat.



Version 2:
Words

CENTER 4

Missing Letters

The old man has a on his forehead.

Missing Letters Task Cards

She put her up to show she liked it.



Students fill in the missing letters on each task card.

2 VERSIONS:

V1:

The old man has a on his forehead.

I can a soft blanket for you.

Clean up the cookie on the table.

I see a worm across the wet dirt.

V2:

The old man has a on his forehead.

I can a soft blanket for you.

Clean up the cookie on the table.

I see a worm across the wet dirt.

Version 1:
Silent Letters Missing

Version 2:
Full Word Missing

CENTER 5

Sorting Game



Students sort each card onto the correct mat.

2 VERSIONS:

V1:



V2:

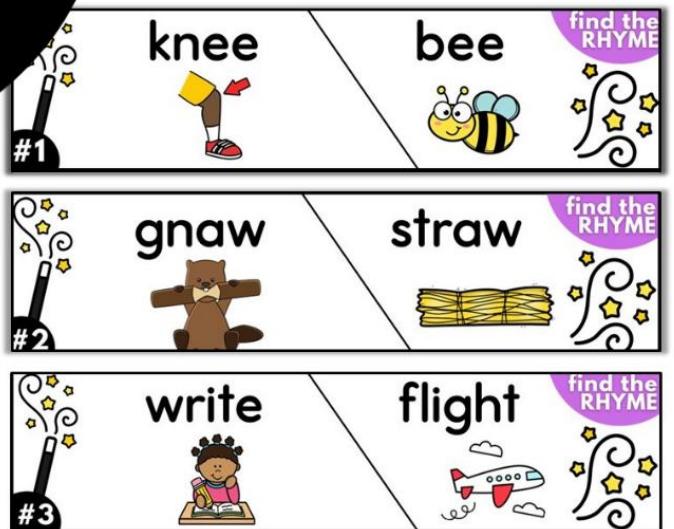


Version 1:
Picture given

Version 2:
Word & picture given

CENTER 6

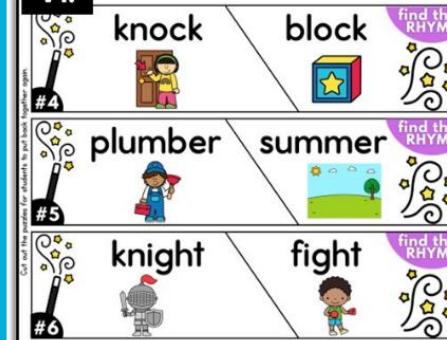
Magic Puzzles



Students put each 2-piece puzzle together.

2 VERSIONS:

V1:



V2:



Version 1:
Rhyming Words

Version 2:
Picture & Sentence

HOW TO USE THIS:

Ideas for Implementation:

- pick and choose the centers you want to use: do what works best for your class!
- give less than 10 centers to students if you are short on time
- give students the whole day to complete all 10 centers/activities OR spread the room transformation out over a couple of days
- use the hands-on centers during your room transformation and the no-prep printables as a review during your reading block



PRINT & DIGITAL

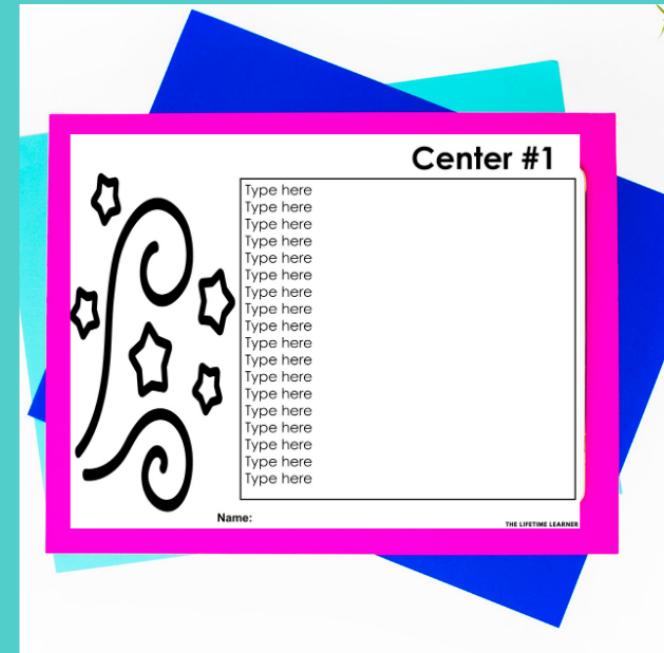
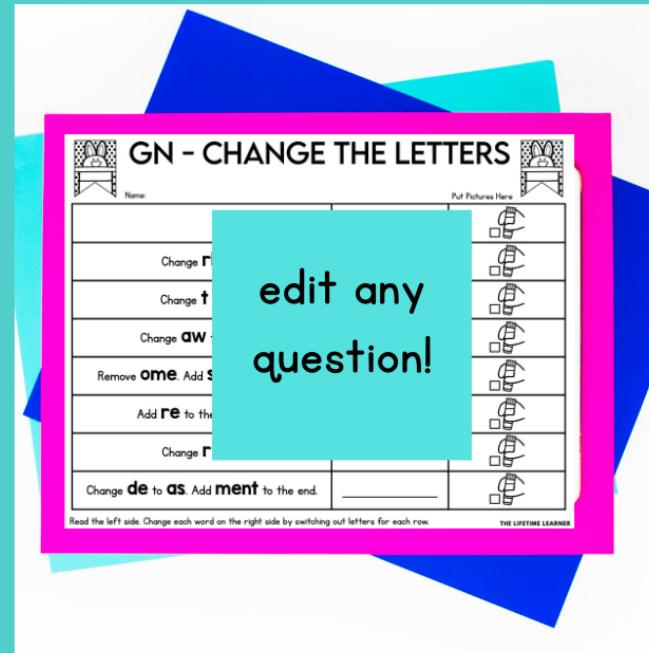
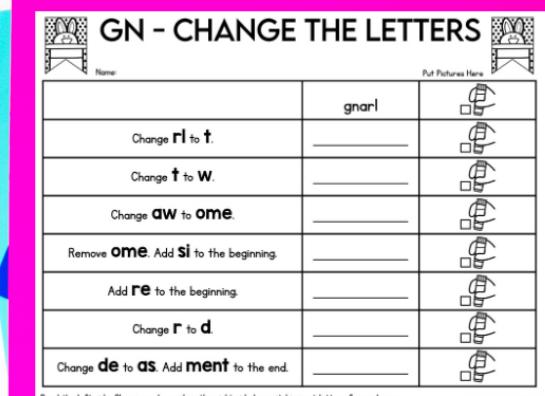


Print & Go

Google Slides

There is a digital version of the
no-prep printables!

The no prep printable questions are 100% editable!



10 Pre-Made
Centers
(Print & Go)

10 Pre-Made
Centers:
Editable Version

10 Blank Centers
To Add Your
Own Content

3 Versions Included

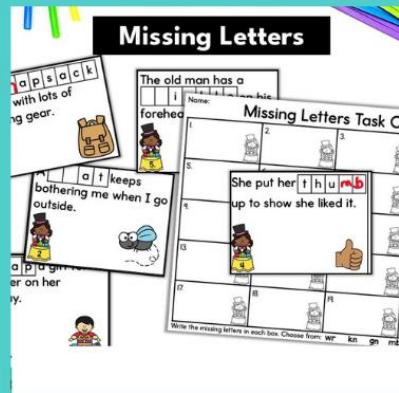
WHAT'S INCLUDED?



10 Color
& B/W Posters



Recording
Sheets



7 Hands On
Centers



7 No Prep
Printables



3 Decodable
Passages



Printable
Hats



Name
Tags



Coloring
Page



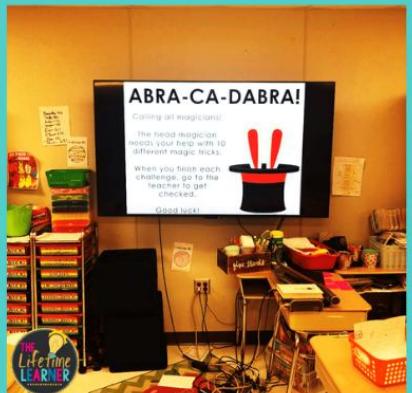
Folder
Insert



Decor
Posters

keep scrolling to see more!

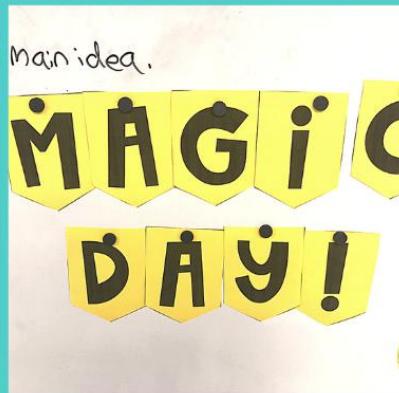
WHAT'S INCLUDED?



Welcome
Slide



Editable
Versions



Banner



Certificate



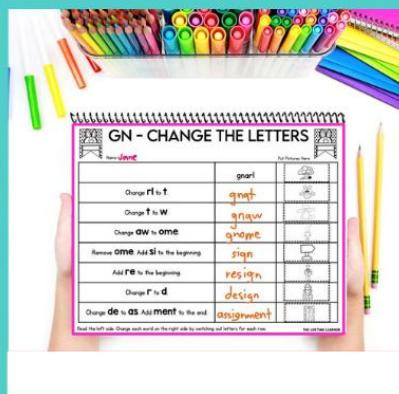
Shopping
Guide



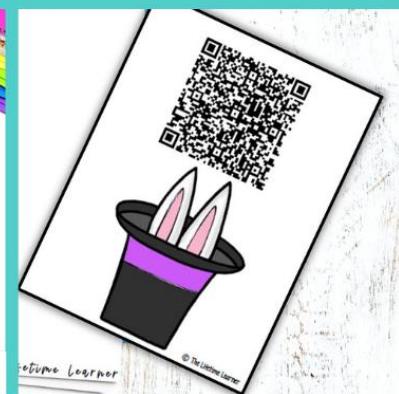
Admission
Tickets



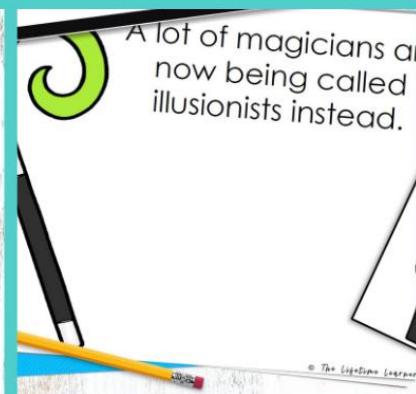
Digital
Version



Answer
Keys



QR Codes



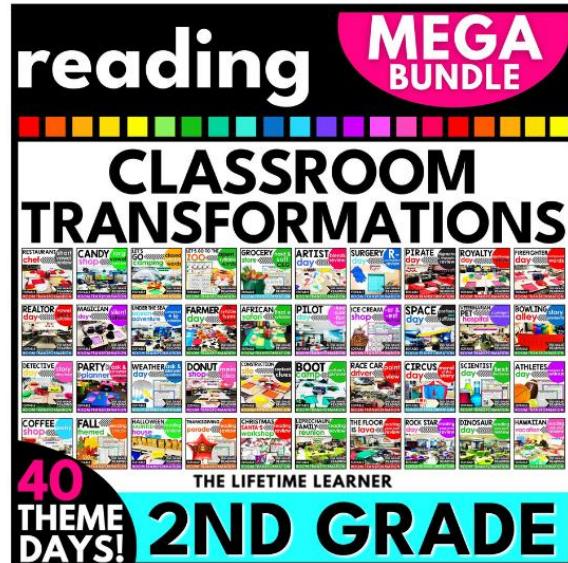
Fun Facts

jam-packed with fun, rigor, and engagement!

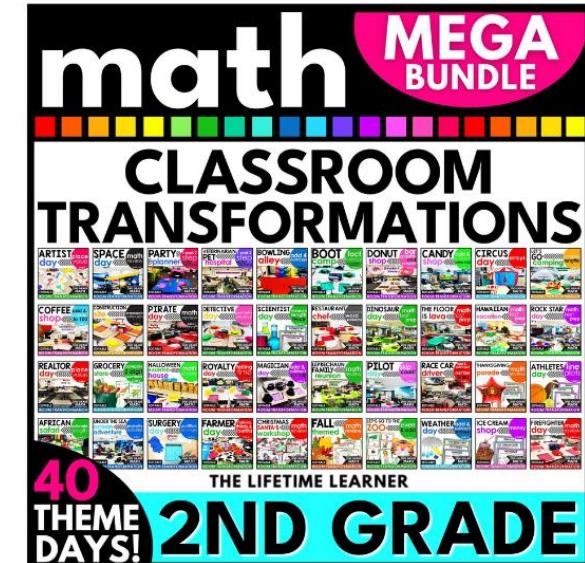
other resources this pairs well with:

Differentiate by grabbing reading for multiple grade levels!

Or, add in some math to your themed learning day!

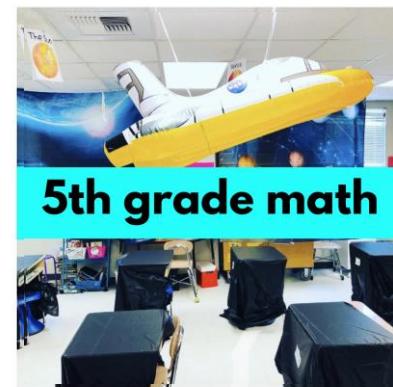


When you purchase
a Mega Bundle,
you save 50% off
the price of the
individual resources!



classroom transformations

low prep, fun, and engaging!



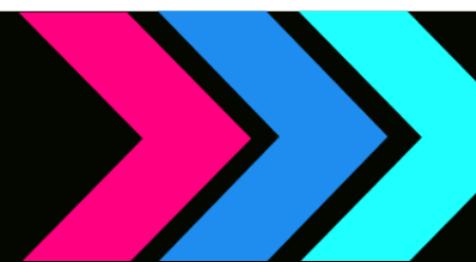
K-5 MATH & READING



THE LIFETIME LEARNER'S CLASSROOM TRANSFORMATIONS ARE:

1. Engaging to Students
2. Classroom Tested (and Student-Approved)
3. Print and Digital Compatible
4. Jam-Packed with Content
5. Aligned to Reading Standards
6. Easy to Implement
7. Flexible for Every Classroom
8. Versatile Ways to Reward Students
9. Rigorous Student Learning Activities

**All content is included so you can simply print
and get ready for an AMAZING experience
with your students!**



Please Note:

- **There are 10 reading stations provided as well as décor, a fast finisher activity, and additional extras.**
- **The digital version is provided in Google Slides.**
- **Nervous about trying your first room transformation? You'll be hooked once you try one! I promise!**
- **Feel free to contact me if you have questions or want to chat about room transformations. You can email me at lindsaythelifetimelearner@gmail.com**